
INFINITE SPACE™
ENTER
ZERO-G
COMMANDER'S GUIDE
nude maker
game developer
NINTENDO DS™
SEGA®

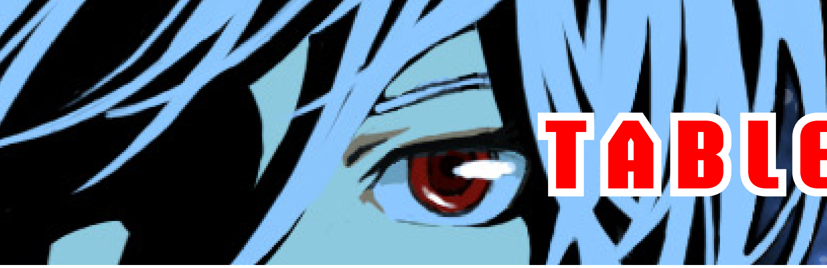


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Those who explore space are commonly referred to as "Zero-G Dogs" – simply because they prefer exploring the untamed, "Zero-Gravity" lifestyle that space has to offer.

This is Ian Fenevich, 1st Officer of Wishbone 2010 – a young dog who is hoping to one day own a ship I could freely use to travel everywhere I want to be.

It's a pleasure to share my knowledge and assist all of the new dogs who are discovering their paths.

Traveling in space is exciting, but you will also realize that there are many responsibilities to deal with once you stand on the bridge.

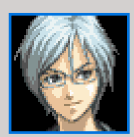
But by learning the basics of navigation, combat and ship management from this guide, the correct choices for you shall start to come instinctively.

So what is a dog to do when its leash is finally removed?

A big discovery could be waiting for you somewhere out in space. But the important thing is that you have your own story to tell, and a ship to call "home".

Good luck with your travels, and be a smart dog who can sniff out anything that lurks in your way.

Sincerely,



Ian Fenevich

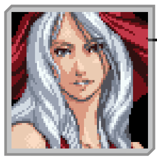
CHARACTERS

On the ship I'm currently aboard, there are a number of young and diverse crew members with various talents. Here are some of the core members that I converse and associate with on a daily basis.



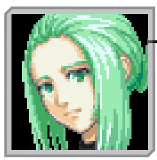
Yuri (AGE: 16)

A young Captain from Ropesk with a reputation for quickly charging into action, but a fierce competitor who is drawn to the myth of Epitaph.



Nia Lochlain (AGE: 23)

Agent known as a "Launcher" for those who need help reaching other planets. Responsible for sending Yuri off to space, and will act as his private tour guide.



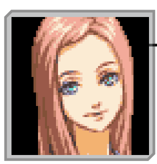
Kira (AGE: 14)

Younger sister of Yuri, who'd rather live peacefully on the ground. Trusting Yuri's decision, she is traveling aboard to support her only living family member.



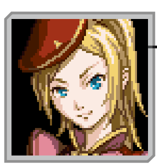
Torlo Adkin (AGE: 16)

A former member of a transport gang in Ropesk. May act like a teenage savage, but can be a dedicated crew member who is willing to fight.



Tatiana Agarkov (AGE: 18)

A childhood friend of Torlo's who was previously working as a waitress. A well-rounded and athletically gifted Venus who is pleasant to work with.



Katida Lanco (AGE: 15)

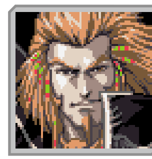
Daughter of Jozefo Lanco (president of Lanco Warship Manufacturing). Can be something of a troublemaker, but is always upbeat with an adventurous heart.

There are many famed leaders in the galaxy, and here are a few that you should definitely know before you explore the starlanes aboard your ship.



Demid Panfilov (AGE: 71)

Feudal lord of Ropesk, who was once the bravest and proudest Zero-G Dog. Despite his past records, he forbade his people to travel to other planets.



Pirate Valantin (AGE: 33)

An infamous pirate who travels far and wide across the cosmos. His very name strikes fear, and his ship is said to be the greatest in the universe.



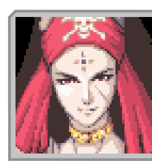
Gen Nadiy (AGE: 72)

An old timer who now dedicates his time teaching the way to control one's fleet. Yuri also gained some of his skills as a commander from this living legend.



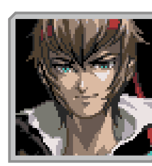
Alik Kovalenko (AGE: 7)

Protégé of Gen who has the potential to become one of the greatest tacticians in space. Time will tell if he can live up to his master's expectations.



Celina Sioufas (AGE: 26)

A no-nonsense pirate who maintains her status amongst all pirates. She is not to be trifled with, and has no qualms dealing with anyone who gets in her way.



Cico Lugus (AGE: 16)

A traveling knight who decides to join Yuri's crew during his exploration. He's a passionate type who dislikes being sneaky about any of his duties.



VOYAGE

NEXT DESTINATION



Before you take off, you must select one of the destinations you are permitted to go to from the Map Screen. Note that you can travel beyond the area you initially see on the Map Screen, if you gain access to waypoints and starlanes that lead to other areas.



VOID GATES

A special gate which quickly allows ships to travel to distant territories. Permission must be granted whenever you are entering new territories. Beware that some gates prevent you from traveling back and forth, so be prepared whenever you are about to use a new gate.

DISPLAY ITEMS

Once the ship is traveling on the starlane, you will find the following information/options available:

❶ Remaining distance to your destination.

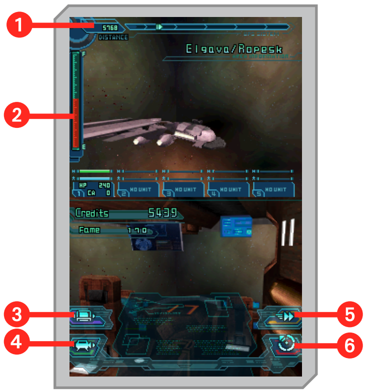
❷ Fatigue of your crew/ship. This will reset to full health when you reach your destination.

❸ Button that toggles the view within the ship (bridge).

❹ Button that toggles the view of the top screen.

❺ Acceleration button (fast-forward).

❻ Cancel button. Cancel the flight and return to the Map Screen.



FACILITIES

The facilities available at each planet can be verified from the top screen while you select your destination on the Map Screen. The icons under the name of the planet represent the following facilities:



Spaceport: Automatically recovers crew and ships.

Cosmic Trade Authority: Assign positions to crew and modify fleet formation.

Shipyard/Remodeling Shop: Create new ships or modify existing ships.

Tavern: Gain information, talk with crew members and accept missions.

Ship Company: Purchase new blueprints of ships.

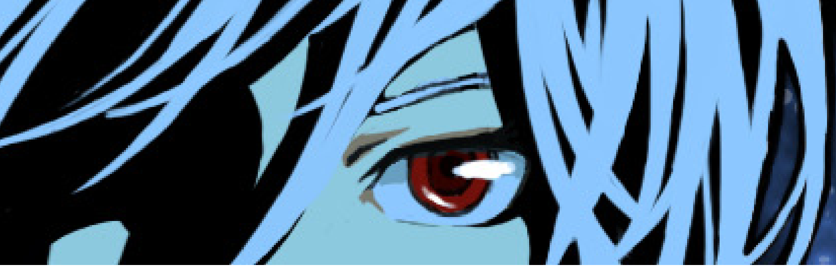
Special Facility: Place where special events and services are found.

R&D UPGRADES

Note that your R&D staff will offer an upgrade each time the total travel distance surpasses a given point. When the opportunity arises, choose one of the areas to improve your flag ship (see below). Note that these improvements are implemented on the blueprint itself, therefore these upgrades will be used to enhance multiple ships, if you own more than one of the same kind.



- ☐ **Reduce time to fill up Command Gauge**
- ☐ **Increase attack range**
- ☐ **Increase speed (during combat)**
- ☐ **Increase speed (on starlanes)**
- ☐ **Improve attacks (aim) against ships**
- ☐ **Increase defensive capacity**
- ☐ **Improve attacks (aim) against Fighters**
- ☐ **Increase durability (hit point level)**



COMBAT

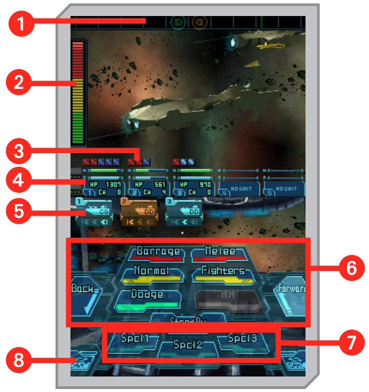
Destroy the enemy ships with your fleet's arsenal or initiate a melee attack involving all crew members to claim victory of the battle.

ENGAGE OR ESCAPE

You should always be prepared to engage in a combat or two during your trip. When you encounter enemies on the starlane, the ships will be identified prior to battle, allowing you to assess the risks before you charge. If your crew is fatigued and some of your ships are already sidelined, it is wise to avoid the fight, if the option is available to you.



BATTLE SCREEN



❶ BATTLE GAUGE: Displays the current position of all the ships and your attack range. The green marker is your position, and the orange marker is the enemy's position. The moving green bar represents the attack range of your ship.

❷ COMMAND GAUGE: The gauge will increase from green, yellow and finally up to the red level. Command panels (❻) of the same color will be displayed on the Touch Screen.

❸ WEAPON STATUS: Each weapon is represented by a square icon. Blue ones are within attack range and red ones are out of range.

❹ HP & CA STATUS: HP is your ship's hit points and CA is the number of Fighters (Onboards) your ship carries.

❺ TARGET ENEMY: Switch your target to another ship by touching a different ship.

❻ COMMAND PANELS: Touch one of the color-coded panels to make your next move.

❼ SPECIAL COMMANDS: Use one of the special commands of your Captain/1st Officer.

❽ CAMERA PANEL: Toggle the view so either the enemy or your own ship is displayed on the top screen.

COMMANDS

In order to issue your next command, you'll often need to wait for the Command Gauge to fill up. During the battle, each of the commands requires a certain amount of effort and time out of your crew, hence the Command Gauge shows the current resource level (human and technological) to perform offensive and defensive tasks.

The following chart shows the minimum gauge level required to perform each command:

COMMAND NAME	GAUGE	COMMAND NAME	GAUGE
FORWARD / BACK	–	STAND BY	–
NORMAL	1/3	DODGE	1/3
BARRAGE	2/3	MELEE	2/3
AA (ANTI-AIR)	2/3	FIGHTERS	2/3
MR. PRECISE	2/5	INCITER	2/5
MANEUVER ACE	2/5	IRON WALL	2/5
FORMATION FOE	2/5	MEDIC*	1/2
MERCY ANGEL*	1/2	FINAL ROAR	4/5

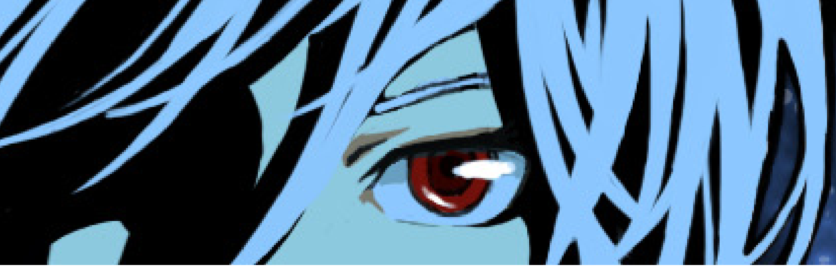
*Minimum gauge level is subject to change when the Level of your character's Special Commands increases.



Unleash a powerful Barrage Attack which could inflict around three times that of your normal attacks.



When a Dodge mode is effective, you can avoid incoming Barrage attacks, but will be vulnerable to normal attacks.



COMBAT

FLEET FORMATION

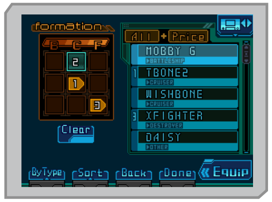


Don't forget to check the enemy's formation when you encounter multiple ships. This can be confirmed on the top left corner of the Touch Screen. Until the ships positioned at the front are cleared, you will have a difficult time attacking the other ships behind them.



Front **Center** **Back**

Note that the ship highlighted in orange is your current target. If a ship is marked with a "I<" cursor, the target is positioned in the front, therefore they should be the first ones to be dealt with.

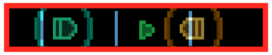


CHANGING YOUR FORMATION

When you are capable of commanding multiple ships, your fleet too can be set in the formation you desire. Ships that are positioned in the rear will be able to dodge more attacks, while ships out in front will be forced to endure more attacks.

USING FIGHTERS

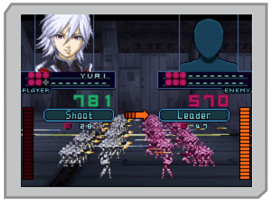
If you are operating a ship that carries smaller carrier-based aircraft, you can dispatch them once the Command Gauge is filled to the yellow level. The advantage of using these Fighters is that they can start an attack under any circumstance – as long as half of your install base are still active for combat. Note that the enemy is unable to move while your Fighters are attacking their ship.



On the Battle Gauge, the dispatched Fighters are displayed in triangles.

FIGHTER TYPE	ROLE
INTERCEPTOR	Attack enemy Fighters.
STRIKER	Attack enemy ships.
MULTI-ROLE	Attack Fighters/ships.

MELEE BATTLES



Charging into an enemy's ship with all of your crew members and starting a melee battle is another option you have. The Security Chief or the Captain will lead this charge and the aim is to defeat the entire crew on the other side to claim victory.

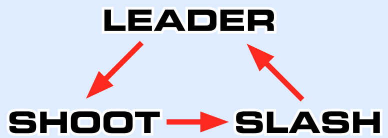
BATTLE COMMANDS DURING MELEE

During a melee battle, you will be able to select one of the following attack commands when the gauge on the bottom left is completely filled to the top.

SLASH	An attack using blades, which is effective if the enemy has selected SHOOT, but ineffective if they've selected LEADER.
SHOOT	An attack using firearms, which is effective if the enemy has selected LEADER, but ineffective if they've selected SLASH.
LEADER	An attack aimed towards the leader, which is effective if the enemy has selected SLASH, but ineffective if they've selected SHOOT.
DEATHBLOW*	A powerful attack using blades, which can only be defended against if the enemy has selected LEADER.
MARKSMAN*	A powerful attack using firearms, which can only be defended against if the enemy has selected SLASH.
COMMANDER*	A powerful attack to the leader, which can only be defended against if enemy has selected SHOOT.
RETREAT	Retreat from melee battle. Note that your crew are still vulnerable to attacks during the retreat.

*Special Attacks are available only if your leader has the skills, and these commands can be performed once per battle.

EFFECTIVENESS OF BASIC ATTACKS



UPGRADES

There are countless ways to upgrade and improve your ships. It is critical that you understand all aspect of your resources to build up a powerful ship you can depend on.

You may not have a lot to choose from until you obtain enough blueprints, but there are four different types of ships to expand your creation.

CLASS	CHARACTERISTICS
BATTLESHIP (BB)	Equipped with powerful arsenals for anti-ship combat, Battleships are high in terms of durability, but slower in terms of mobility and recharging weapons.
CRUISER (CG)	Excelling in anti-air attacks, Cruisers are the most well-rounded type with an average level of attack, mobility and durability.
DESTROYER (DD)	Specifications may be low compared to other types in most categories, but Destroyers are extremely fast ships which are also capable of quickly reloading weapons.
CARRIER (CV)	Equipped with fewer arsenals, but carries Fighters which can be dispatched for offensive and defensive purposes. Plenty of space to install modules as well, allowing greater freedom to customize your ship.

SHIP STATISTICS

Performance levels of each area can be verified from these numbers:

WPN SLOTS	More slots means you can equip and fire more weapons.
HANGERS	Ship's capacity to carry Fighters.
CREW REQ.	Number of crew needed to operate the ship at its best.
CREW CUR.	Current number of crew, which can be increased by adding Crew Cabin modules.
ANTI-AIR	Accuracy when attacking Fighters.
ANTI-SHIP	Accuracy when attacking Ships.
CRUISE SPD.	How fast the ship travels on the starlane, which affects how many foes you'll encounter.
BATTLE SPD.	How fast the ship can move forward/back during battle.
MOBILITY	Ability to dodge enemy fire.
ARMOR	Decreases the amount of damage when attacked.
DURABILITY	Total damage your ship can take before it is destroyed.
ATK RANGE	The maximum distance your ship (weapon) can attack from.
LIVABILITY	Living conditions, which can minimize your crew's fatigue.
FIGHTERS	Total number of Fighters on the ships and their names.

CHANGING WEAPONS



Weapons are measured by fire-power, range (maximum/minimum) and accuracy. Weapons are also divided into several categories for different needs, but you will be limited in terms of what you can equip if the size of the weapons are larger than what the ship is capable of equipping.

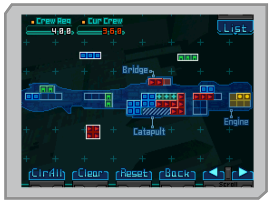
SPECIAL ATTACKS

The ship you operate may have a special weapon installed, which can be used as one of your battle commands. The **Spcl 3** panel will be lit on the Touch Screen once the Command Gauge reaches a given point, allowing you to unleash a special attack.

WEAPON	CHARACTERISTICS
MISSILE VOLLEY	An all-out missile attack that will inflict damage to all of the opposing ships.
METEOR PLASMA	Fire a powerful plasma shot to inflict serious damage to one of the enemy's ships.
SURFACE BLAST	A powerful blast that inflicts damage to multiple ships.
SUPER LONG-RANGE	An attack option which allows you to accurately fire a shot to enemies who are out of your normal attack range.

UPGRADES

INSTALL MODULES



A Bridge and an Engine Room will be pre-installed, but the rest of the modules are customized based on your own terms. Your ships can have multiple Crew Cabins, Hold and Hangar modules, but for other types you can only install one of the same kind.

MODULE TYPES

BRIDGE	Enhances your Captain/1st Officer's abilities to efficiently increase the Command Gauge. This module must be set within the designated area of your ship.
SECOND BRIDGE	Speeds up the increase of Command Gauge.
NAVIGATING BRIDGE	Boosts your ship's Battle Speed and Mobility.
FIRE CONTROL ROOM	Boosts your ship's Anti-Ship and Anti-Air capabilities.
ANTI-AIR CONTROL ROOM	Increases both accuracy and attack power when you fire on enemy Fighters.
ANTI-SHIP CONTROL ROOM	Increases both accuracy and attack power when you fire on enemy ships.
RADAR ROOM	Dramatically improves your attack range.
LOOKOUT	Increases your ship's Cruise Speed and attack range.
ENGINE ROOM	Boosts your ship's Cruise Speed and Battle Speed.
HANGAR	Storage room for your Fighters. This module must be linked to the catapult area.
MAINTENANCE ROOM	Boosts your overall maintenance level, and improves the recovery of your damage while you travel in space.
HOLD	Expands capacity to carry cargo, which increases your income.
CREW CABIN	Increases both the maximum crew members and living conditions.
CAPTAIN CABIN	Increases your Fame points.
MESS HALL	Boosts your Livability numbers.
CREW'S MESS	Increases your Fame points
SICK BAY	Increases Livability and improves recovery rate of your crew's fatigue.

WAR ROOM	Increases the ability of Captain and level of Leadership.
BRIEFING ROOM	Increases the ability of Captain and level of Leadership.
NAVIGATION SIM ROOM	Boosts the level of Control and Navigation.
BATTLE SIM ROOM	Boosts the level of Artillery and Piloting.
REFERENCE ROOM	Boosts the level of Leadership.
TRAINING ROOM	Boosts the level of Maintenance and R&D.
STUDY HALL	Boosts the level of Management and Medicine.
SCIENCE LAB	Boosts the level of R&D.
ANALYSIS ROOM	
SECURITY ROOM	Increases the ability to fight in Melee Combat and improve Livability.
ACCOUNTING OFFICE	Boosts the level of Ship Management and cuts down on operation costs.
SHOP	Increases Livability and adds more income while you travel the starlanes.
OBSERVATION ROOM	
NATURE DOME	
STUDIO	
GYM	Increases the ability to fight in Melee Combat and also adds more income while you travel the starlanes.
DEFLECTOR UNIT	Boosts your ship's Armor (defensive) capabilities.
SHIELD FRAME UNIT	Boosts your ship's Durability (HP level).
SHIELD GENERATOR UNIT	Increases your ship's defensive capabilities against laser beam attacks.
CONTROL UNIT	Decreases the total number of crew required for optimum control.
THRUSTER CONTROL ROOM	Boosts your ship's Mobility.
AMPLIFIER UNIT	Amplifies attacks for laser type weapons.

UPGRADES

CREW MANAGEMENT

When all is said and done, the ship is only a piece of hardware without the crew to operate it. Assigning core members to positions that suit their skills can dramatically improve the performance of your ship. The status of each character is defined in the following areas:



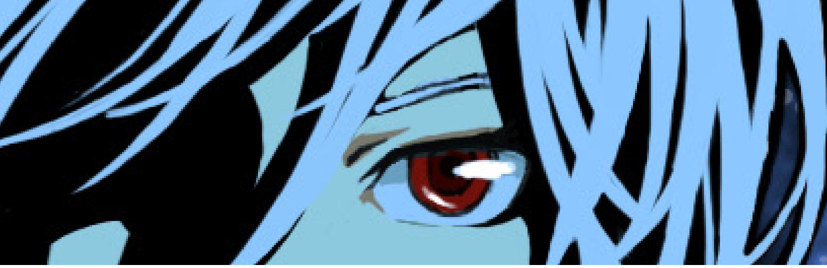
CHARACTER STATUS

Lv. / NEXT	Overall level of the character. EXP (experience points) required to reach the next level is also displayed. Skills of each area can improve as the character's level increases.
LEADERSHIP	Ability to command the ship/fleet. [Captain/1st Officer]
CONTROL	Ability to communicate current status of your ship/fleet. [Lead Op/Ast Op/Radar Chf/Radar Op]
NAVIGATION	Ability to navigate the ship in the correct path. [Chf Navigator/Helmsman/Chart Ofc]
ARTILLERY	Ability to effectively fire weapons. [Artil Chf/Artil Ofc/Handler]
MAINTENANCE	Ability to setup and repair equipment. [Chf Engin/Ast Engin/Chf Respndr/Chf Mechanic/Mechanic/Ast Mechanic]
SCIENCE	Ability to scientifically research various technologies. [Chf Scientist/ResearchAst/Researcher]
PILOTING	Ability to operate Fighters. [Commander/Sqd 1Chf/Sqd2 Chf/Sqd3 Chf]
MEDICINE	Ability related to medical treatment/operations. [Chf Phys/ICU Head/Nurse]
MANAGEMENT	Ability to stabilize welfare of the ship. [Chf Acct/Accountnt/Spply Ofc/Head Chef/Server]
COMBAT	Ability to fight in Melee Attacks. [Secur Chf/Secur Ofc]

NOTE: Positions listed in red are suited to characters with higher numbers of the specified skill.

POSITIONS

POSITIONS	SKILLS	AREAS OF IMPROVEMENTS
1ST OFFICER	LEADERSHIP	Boosts up Mobility of the ship and reduces time to fill Command Gauge.
LEAD OPERATOR/ ASSISTANT OPERATOR	CONTROL	Increases Attack Range and reduces time to fill Command Gauge.
CHIEF NAVIGATOR/ HELMSMAN/ CHART OFFICER	NAVIGATION	Boosts up Mobility, Battle Speed and Cruise Speed of the ship.
ARTILLERY CHIEF/ ARTILLERY OFFICER/ HANDLER	ARTILLERY	Improves the accuracy of anti-ship attacks.
RADAR CHIEF/ RADAR OPERATOR	CONTROL	Increases Attack Range and reduces time to fill Command Gauge.
CHIEF ENGINEER/ ASSISTANT ENGINEER/ CHIEF RESPONDENT	MAINTENANCE	Boosts up Mobility and Battle Speed of the ship.
CHIEF MECHANIC/ MECHANIC/ ASSISTANT MECHANIC	MAINTENANCE	Increases the ability to recover your ship's and Fighters' damage.
CHIEF SCIENTIST/ RESEARCH ASSISTANT/ RESEARCHER	SCIENCE	Quickens the R&D cycle to make upgrades to your ship.
COMMANDER/ SQUAD CHIEFS (1 to 3)	PILOTING	Improves the Fighters' anti-air/anti-ship combat abilities.
CHIEF PHYSICIAN/ ICU HEAD/ NURSE	MEDICINE	Recovers injured crew and reduces fatigue level during your voyage.
CHIEF ACCOUNTANT/ ACCOUNTANT/ SUPPLY OFFICER	MANAGEMENT	Increases income and reduces fatigue level during your voyage.
HEAD CHEF/ SERVER	MANAGEMENT	Reduces fatigue level during your voyage.
SECURITY CHIEF/ SECURITY OFFICER	COMBAT	Recovers injured crew and reduces fatigue level during your voyage.

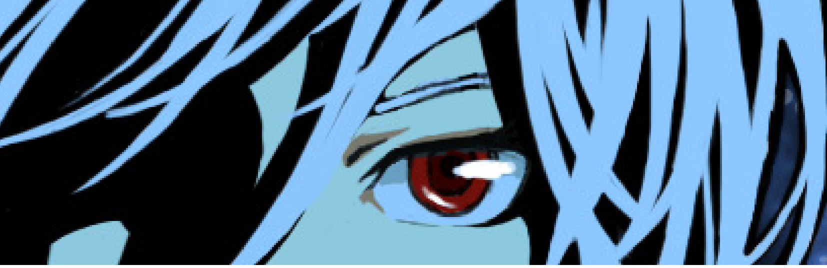


HISTORY

TIME-LINE

Learning the history of what took place in the past gives you a great sense of identity as a voyager and a Zero-G Dog. Some planets forbid people to learn anything about space, so here is a little background information for all of the space dogs who wish to acquire some knowledge.

CIVILIZATION	TIME PERIOD	EVENTS
TERRA	The 1st Period (1st to 22nd Century)	The golden age of space exploration (by mankind).
		Exploration beyond Jupiter becomes ever frequent.
		Development of numerous full-scale spaceports.
		Regional battles on Earth raise concerns of global war.
		The first space war.
		Breakthrough of nanotechnology.
		Politics in the space colonies become a greater factor than what is decided on Earth.
		Digitalization of human consciousness.
		Malfunctions related to AI operated spaceships reach its peak.
		Activities of exploration increases at the frontier of the solar system (Oort Cloud and Kuiper Belt).
		Evidence of an ancient life form (not from Earth) identified on a satellite near Jupiter.
		Population of Moon reaches the 10 million mark.
		One million people travel to space for leisure on an annual basis.
		Millions migrate to Mars (Earliest years of terraformation technology).
		First flight of an auto-controlled spaceship featuring a nuclear pulse propulsion system.
		An elevator that connects the ground (on the equator) to a geostationary orbit located above Earth makes its debut.
TERRA	The 2nd Period (23rd to 24th Century)	Abstraction of energy from Inflaton articles has been confirmed. Invention of the earliest Inflaton Inverters which will eventually be used to power spaceships.
		First successful trial run using the I^3 (i cube) Warp Engine. The ship launches from Jupiter's spaceport and successfully travels out of the solar system.
		Theory of relativity based on the Einstein-Rosen Bridge paper is offset, as the I^3 warp development finalizes.
		Discovery of space-adaptive humans. Research shows that their DNA level has already evolved from its primitive form.
		Start-up phase of Project MAYA – exodus to space relying on I^3 warp navigation.
WINDLESS AGE	About ten thousand years	Use of Gravity Well becomes commonplace.
		Forty thousand ships leave Earth in the midst of Project MAYA.
		Boom of Cybernex technology.
		Population decreases as fertility rate drops to an alarming level.
		Majority of the spaceships and colonies of the time are ruined and lost. Survivors are forced to wander aimlessly for decades until a livable planet is discovered.
		End of Cybernex Civilization.
CIVILIZATION OF THE MAGELLAN GALAXY	Large Magellan Era (0)	Migration ship finds its way into the Large Magellanic Cloud and discovers Parmelia.
		First nation of Adis is established on Parmelia.
	Large Magellan Era (420)	Expedition to find new starlanes in the Large Magellanic Cloud begins.
		Technology to extract energy at Starburst Sector is developed.
	Large Magellan Era (1220)	Discovery and colonization of Escondido Sector.
		Discovery of the Dead Gate.
		An Epitaph is discovered for the first time by the people of this time period at Escondido Sector.



HISTORY

CIVILIZATION	TIME PERIOD	EVENTS
THE GREAT EXPANSION	Large Magellan Era (1500)	The Dead Gate is proven to be used as a Void Gate to travel (perform a Gate Jump) to distant sectors in space.
		Discovery of Enemonzo Sector achieved by the use of Void Gates.
		Enemonzo establishes itself as an autonomous territory.
		Countless voyagers seek new gates and territories to explore. It is during this time that the first pioneers of Zero-G Dogs are recognized.
		Establishment of the CTA (Cosmic Trade Authority), which immensely helps the activities of the Zero-G Dogs.
	Large Magellan Era (1560)	Discovery and colonization of Nacio Sector, followed by discovery of other sectors (Regeinland, Zenito, etc.).
		Immigration ship finds its way into the Small Magellanic Cloud and discovers the Elgava Sector, which becomes the cornerstone of a new civilization.
COLONIAL PERIOD		Extensive research is conducted to acquire knowledge on how the predecessors travelled through space.
		The planet Zvenigorod becomes Elgava's capital.
	Large Magellan Era (1700)	The Elgavanians employ more ships to search and gain control of nearby areas.
		Establishment of the CTA within the Small Magellanic Cloud.
	Large Magellan Era (1870)	Foundation of Adisism.
		The three sectors of Elgava unite and form Central Elgavan Forces.
	Large Magellan Era (1880)	Discovery of Void Gate within the Small Magellanic Cloud near the planet Lutsk.
	Large Magellan Era (1885)	The Space Pioneering Law which permits the person who first discovers a new planet to own and govern it as their property.
	Large Magellan Era (1940)	Political reform in Adis transforms the country into a new Nation of Adisism.
		Religious movement of Adisism increases its power.
COLONIAL PERIOD	Large Magellan Era (1940)	Cases of violent territorial/ownership disputes increase near the Void Gates. It is during this time a new law is formed to neutralize areas near the Void Gates as public domain.
	Large Magellan Era (1960)	Patriarch Bogd officially bans space travel to the Large Magellanic Cloud. As a result, the Zero-G Dogs strongly protest the limitations of this new law.
		First archduke of Enemonzo proclaims its new grand duchy and incites revolt against the ban of space travel. Other sectors (Regeinland, etc) also oppose and become Enemonzo's allies.
	Large Magellan Era (1970)	The First Magellanic War (Nation of Adis Vs. Enemonzo and allied territories).
		Discovery of Kalymnos. Its rich resources become the backbone of Elgava Federation. Migrants flood to Kalymnos during the resource rush.
		Kalymnos becomes Zero-G Dogs' most preferred living sector. It is told that one member became wealthy by discovering a gadget called Epitaph.
	Large Magellan Era (2000)	End of the First Magellanic War. Nation of Adis loses control over many of its sectors in the Large Magellanic Cloud.
	Large Magellan Era (2120)	Kalymnos starts a war for independence over Elgava.
		CTA develops IP Communication, which can even be used to communicate between people in different galaxies.
	Large Magellan Era (2121)	Declaration of independence made by Kalymnos.
	Large Magellan Era (2300)	Struggle for leadership within the Nacio Sector between Enemonzo and Regeinland leads to numerous conflicts.
		The Second Magellanic War.
	Large Magellan Era (2350)	Enemonzo increases allies to defeat Regeinland to end the Second Magellanic War.
		Discovery of the Magellanic Stream.
	Large Magellan Era (2462)	Nacio Sector loses 2/3 of its planets by a supernova outburst.
		Migration to Nova Nacio begins.
	Large Magellan Era (2550)	Present.

HISTORY

GLOSSARY

ADISISM

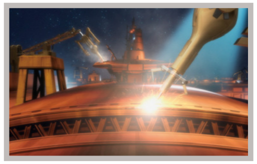


A religious ideology founded on the concept that "man shall live on land". In the Adis community, only a few people approved by the Patriarch are allowed to travel in space for resource, trade and political purposes.

CENTRAL ELGAVAN FORCES

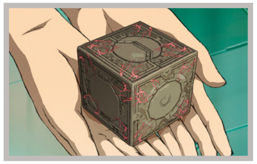
The first and most influential force established by the discovery of the Small Magellanic Cloud. Controls thousands of fleets to defend its core territories, but unable to evenly cover all of Elgava, regional military agencies must operate on their own terms. For this reason, public security is considerably low outside Central Elgava which leads to frequent turmoils within Elgava.

CTA (COSMIC TRADE AUTHORITY)



An organization that facilitates cooperative use of all starlanes and warp gates in space and which exists independently from any federation or planet's government. Its facilities are protected under the non-aggression treaty to equally serve all who travel in space.

EPITAPH



A cubic object (about ten centimeters in dimension) made of an unknown matter excavated from ancient ruins. It is told that "thee who owns it shall earn great fortune;" "it is the source of power to unify the galaxies;" or that it can "open the gateway to god;" among other great claims with little or no empirical evidence to support them.

I^3 WARP ENGINE

An engine that allows modern spaceships to cruise quickly to distant planets. Its Inflaton-enduced technology can generate sufficient energy to travel approximately three times faster than what a normal engine is capable.

KALYMNOS

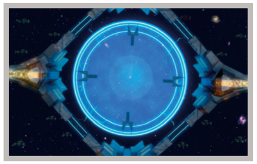
Formerly one of Elgava's expanded territories rich in resources which successfully declared its independence after the war. Also known as the hub where many of the Zero-G Dogs reside.

SPACE PIONEERING LAW



A law that grants full ownership to the person who first discovers a planet. Using this law, Demid Panfilov was able to ban people from leaving Ropesk to maintain the planet he discovered and governed.

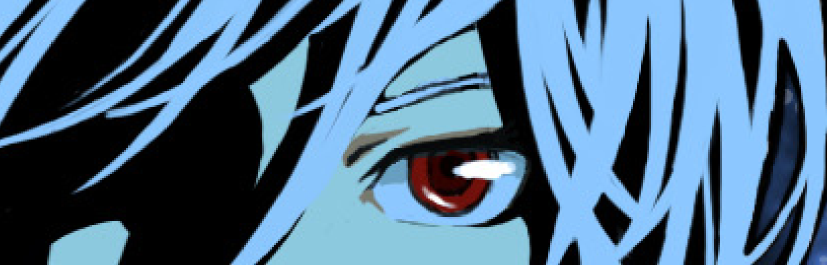
VOID GATE



There are two types of Void Gate: those that are operational, and those that are out of service (also referred to as "Dead Gate"). The Dead Gates are treated like ancient ruins and do not appear on CTA's map system.

ZERO-G DOG

A name given to a particular kind of space navigator. Zero-G Dogs have an unwritten code of laws they abide by to establish an honorable community of their own. One of the most important rules they honor is to settle all battles (personal or even war) out in space where civilians are least affected. It is considered a highly offensive and unnecessary act to take over a planet by way of ground attacks, when all that is required to conquer a planet/sector is to control its starlanes in space.



PLANETS

ELGAVA / ROPESK



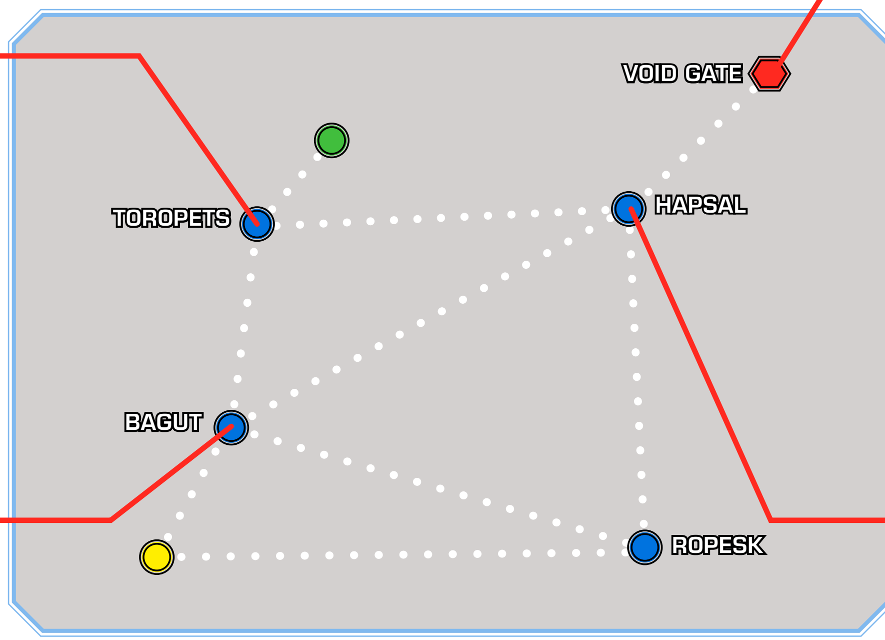
FACILITIES:

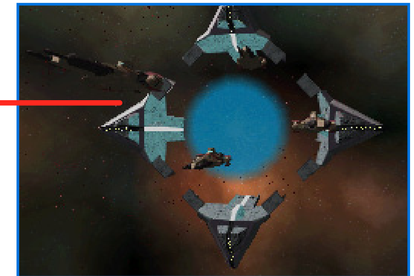
POPULATION: 518,000,000



FACILITIES:

POPULATION: 1,033,000,000





A WARP FACILITY ADMINISTRATED BY CTA

[GATEWAY TO ELGAVA/LUSTK]



FACILITIES:

POPULATION: 2,098,000,000

- PLANETS
- UNPOPULATED SECTORS
- VOID GATES
- MISCELLANEOUS
- STARLANES



ENGLISH VOICE CAST

Here is the list of English voice actors featured in this game.

ENGLISH RECORDING DONE BY WEBTONE INC.

Director
Greg Weber

Engineer
Ben Trapp

CHARACTERS

Yuri
Max Luis
Gavan Hammon

Kira
Julissa Aguirre

Nia Lochlain
Christiane Crawford

Pirate Valantin
Brian Summer

Male Operator Voices
Doug Boyd
Adam Harrington

Female Operator Voices
Melissa Hutchison
Evelyn Huynh

Celina Sioufas (Anime short)
Evelyn Huynh

Balik (Anime Short)
Adam Harrington

Demid Panfilov (Anime Short)
Doug Boyd

Niall Eremon (Anime Short)
Evan Wood

TEEN ™
T
Alcohol Reference
Fantasy Violence
Mild Blood
Mild Language
Mild Suggestive Themes
ESRB CONTENT RATING www.esrb.org